GENERATING A 3-D GAME INTERFACE COMPRISING A PLURALITY OF 3-D GAME WINDOWS ARRANGED WITHIN A 3-D GAME INTERFACE MODEL 1000 MAPPING GAME WINDOW CONTENT TO EACH OF THE 3-D GAME WINDOWS IN THE 3-D GAME INTERFACE MODEL 1002 RENDERING GAME WINDOW CONTENT SUCH AS A FIRST TWO-DIMENSIONAL PROJECTION SURFACE DERIVED FROM 3-D POSITION OF THE 2-D PROJECTION SURFACE IN A 3-D GAMING 1004 ENVIRONMENT TO EACH GAME WINDOW RENDERING A SECOND TWO-DIMENSIONAL PROJECTION SURFACE DERIVED FROM A 3-D POSITION OF THE 2-D PROJECTION SURFACE IN THE 3-D GAME INTERFACE MODEL **1006** DISPLAYING THE SECOND RENDERED TWO-DIMENSIONAL PROJECTION SURFACE TO A DISPLAY SCREEN ON THE GAMING MACHINE 1008 PRESENTING ONE OR MORE GAMES OF CHANCE ON THE GAMING MACHINE USING ONE OR OF THE 3-D GAME WINDOWS 3-D GAME INTERFACE <u>1010</u> **END**

FIGURE 10